Have you tried these other TurboChip™ game cards?

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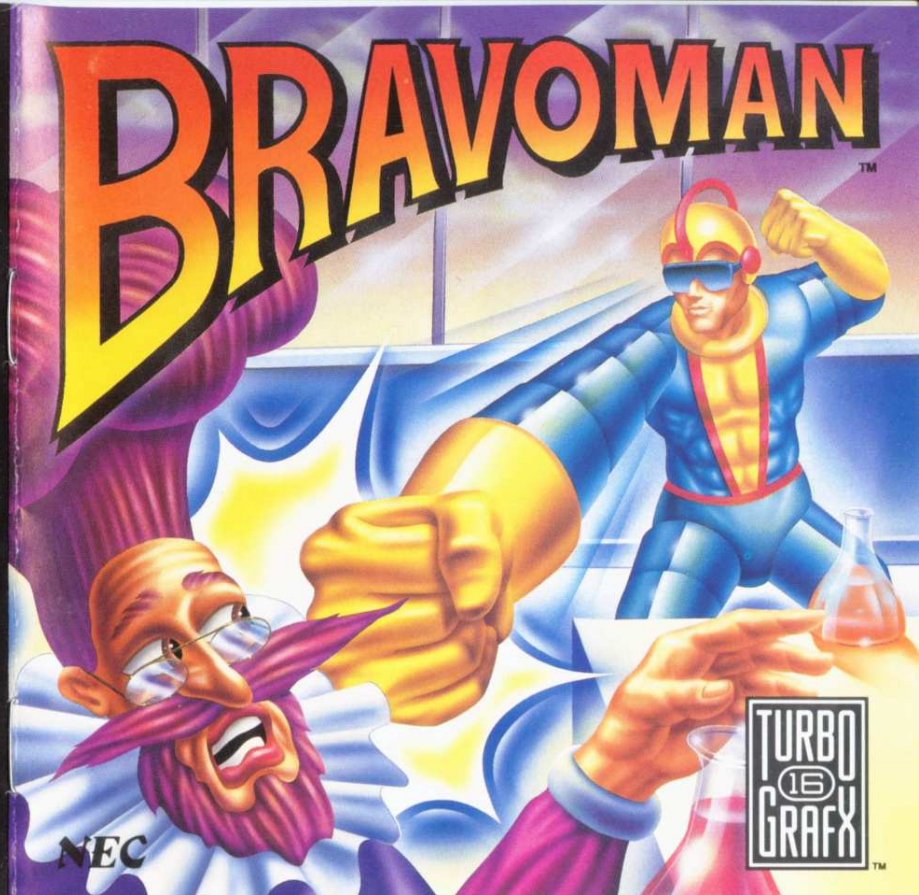
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1255 Michael Drive
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BRAVOMAN™



Thank You

...for Buying this Advanced TurboChip Game Card, "Bravoman."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1. Be sure that the power is turned off when changing game cards.
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not forcibly bend your TurboChip game cards.
4. Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

It's Bravoman to the Rescue!

The mad scientist, Dr. Bomb, and his evil army have taken over the peaceful village of Nitta with only one thing in mind–to take over the world!

Transformed from an ordinary man named "Arnold" into the ultra superhero "Bravoman" by an alien from the planet Alpha, you are all that stands in their way! You will not stop until Dr. Bomb and his evil army are defeated and the world is once again safe for humanity.

Go now Bravoman! Fight your enemies in the village, in the water and in the mysterious Ninja Houses. Your greatest challenge awaits you!

Object of the Game

You control Bravoman in his 22-stage quest over land and under sea to defeat Dr. Bomb's evil army and restore the village of Nitta and the Earth to peace. In each stage, make sure you watch out for your friends and any power ups that might appear! Also, try to score as many points as you can along the way! But beware–your archenemy, Dr. Bomb, awaits you in the final stages of the game!

Note: Bravoman is a one-player game.

Inserting the TurboChip Game Card

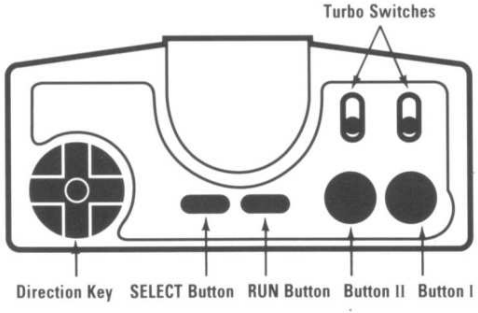
1. Remove the TurboChip game card from its plastic case.
2. Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click. Do not bend the game card or touch its metal parts as this could erase the program.
3. Slide the Control Deck Power Switch to the "ON" position. If your game card is not inserted properly, the Power Switch will not move all the way to the right.
4. The title screen of "Bravoman" should appear on your television.

Starting the Game

When the title screen appears, press the RUN Button. The game will begin!
Good Luck!

Controlling the Movements of Bravoman

The movements of Bravoman are controlled using your TurboPad controller. Mastering its operation is critical to your success in defeating Dr. Bomb and his evil army. Basic TurboPad components and operation are shown below.



Direction Key (8-way controller)
On land, press LEFT and RIGHT to move Bravoman, and press DOWN to make him crouch. In the water, it is possible to move in 8 directions!

SELECT Button
During gameplay, press while holding the RUN Button down to reset the game.

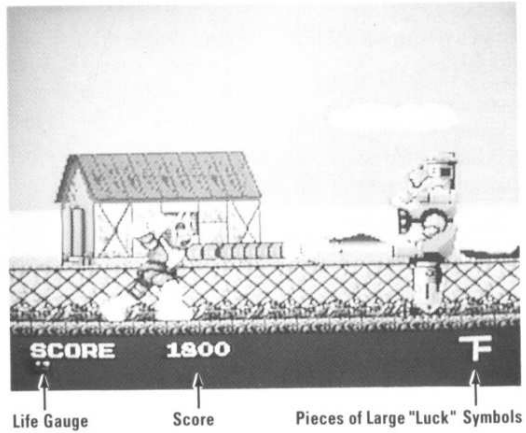
RUN Button
When the title screen appears, press this button to start the game. During gameplay, press and hold the RUN Button down and then press the SELECT Button to reset the game.

Button II
On land, press this button to attack. The length of time that you hold this button down determines the distance you reach. In the water, Button II fires a missile forward.

Button I
On land, press this button to jump. The height of the jump is determined by the length of time that you hold this button down. In the water, Button I drops depth charges.

Turbo Switches
Recommended Settings:
Both switches should be in the "DOWN" position when on land and in the "UP" position when underwater.

Screen Displays



Collecting Luck Symbols and Continuing Your Game

Collecting "Luck" Symbols
Sometimes, a "luck" symbol will appear when you defeat an enemy. As you collect these symbols, two large symbols will begin to form in the lower right-hand corner of the screen. When these two symbols are completed, Lottery Man will appear and give you an "item" which will help you.

In addition, when you clear a land stage, Lottery Man will restore your life gauge. The amount that he restores your life gauge depends on the number of luck symbols that you collected.

How to "Continue"
Bravoman's life gauge goes down each time he is successfully attacked by an enemy. When this gauge reaches zero, the game is over. If you want to continue to play, press the RUN Button when the "CONTINUE" screen appears. This allows you to continue gameplay from the beginning of the last stage where you were defeated. Please remember that you can continue only four times, unless you have accumulated a "1 UP".

Different Methods of Attack on Land and Sea

In the water, you become a sea creature and attack with torpedoes and depth charges. You must aim and shoot carefully to get ahead!

On land, however, you have many moves to choose from. For instance, you can use kicks, punches and head-butts to attack. Also, a variety of attacking methods are made possible by using these basic moves in combination with jumping and other moves. Listed below are some key "land" fighting techniques.

Bravo Punch
Press Button II from a standing position to execute a punching attack.

Bravo Head Butt
Press Button II while pressing the Direction Key DOWN to execute a head butt.

Bravo Kick
Press and hold Button I and then press Button II to kick while jumping. To attack in an upward-diagonal direction, press and hold the Direction Key UP and then press Button II.

Bravo High Jump
Press and hold Button I and then press Button II repeatedly to achieve a higher jump.

Bravo Crawl
Press the Direction Key DOWN to crawl along the ground.

Collecting "Items"

You can receive "items" from the Lottery Man by collecting "luck" symbols. It is also possible to find some items during certain stages of the game, so be on the lookout!



Beverage
Makes you temporarily invincible.



Sushi
Increases your life gauge by 10.



Ramen (Bowl of Noodles)
Increases your life gauge by 4.



Onigiri (Rice wrapped in Seaweed!)
Increases your life gauge by 1.



Piercing Fist
Increases your attacking power for about 30 seconds.



Wave-Action Bullets
Lets you fire 10 Wave-Action Bullets.



Disappointment
A real letdown. You get only a tiny increase in your score.



1 UP
Increases the number of times you can "CONTINUE" after "GAME OVER" by one.



Bullet Train
Takes you non-stop to the end of the stage that you are in.

Characters You Will Meet Along the Way

Arnold (Bravoman)
While appearing to be a mild-mannered family man, he is really Bravoman!

Alpha Man
The spaceman who gave Arnold the power to change into Bravoman.

Dr. Bomb
A dangerous scientist with a burning desire to take over the Earth.

Dr. Bomb's Evil Army
These minions of evil will stop at nothing to destroy Bravoman!

Bravoman's Double
He's tough! Could it be that this enemy is really an ally?

Lottery Man
A friend who gives you many "items."

Princess Waya
This Princess has some dangerous magic!

Twin Squrain
His serpents have quite a bite!

Zortan
When this character is around, watch out for attacks from above!

Playing Tips

Make sure that your TurboSwitches are in the "DOWN" position when you are in a land area so that you can jump and kick from a distance. However, when you are underwater, move them to the "UP" position so that you can rapidly fire torpedoes and depth charges.

If you meet up with Alpha Man during the game, be sure not to accidentally attack him! His is your ally and will give you hints about "clearing" the game.

Destroy every enemy creature that you see. If you dodge some, you might miss some luck symbols!

Bravoman can actually walk on some of the clouds in the early stages. Do not miss this opportunity because it can lead to some useful items!

The upward-diagonal Bravo Kick can be one of your greatest moves. Do not hesitate to use it on flying foes!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

NEC TurboChip™ 90-Day Limited Warranty

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   b) repair or attempted repair by anyone not authorized by NECT;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
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